Arcade Game—Ages 10 and Up

Dig Dug™*

How many veggies can Dig Dug dig? Dodge and blast the perilous Pookas and bounce boulders on the fiery Fygars as you burrow your way through a subterranean maze of deadly passages. Fruits and veggies are your passion, but it's a dangerous business trying to farm surrounded by the deadly denizens of the deep! Dig it!

Finally, the arcade classic comes home.

Features:
- Exciting arcade-quality graphics and sound
- The complete arcade game on your home computer
- Action, danger, and excitement
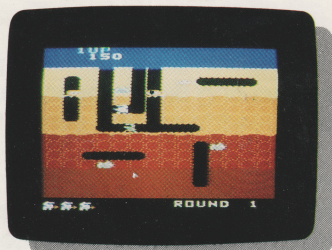
THUNDER MOUNTAIN
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Northbrook, IL 60065-1167

02841

THUNDER MOUNTAIN

IBM

Press the joystick button to begin play in joystick mode.

To play from the keyboard you must select which keys will move Dig Dug up, down, left, or right, and which key will activate the pump. The four arrow keys and the space bar are usually good choices.

To stop Dig Dug, press any key other than the ones you have selected.

To turn the sounds off and on, press the CTRL key.

NUM LOCK pauses and restarts the game.

SCROLL LOCK aborts the current game.
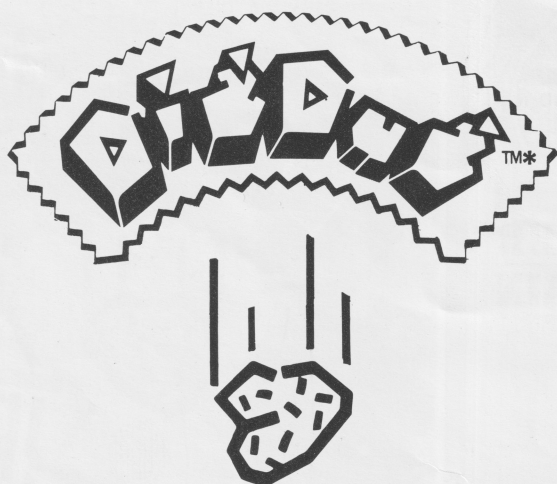
Loading Instructions

Apple® II Series

Turn off your computer and insert the *Dig Dug* program disk into Drive 1. Turn on the computer. *Dig Dug* will load and run automatically.

Commodore 64™/128™

Turn on your monitor, disk drive, and computer. If you are using a Commodore 128, hold the Commodore key down while turning on the machine to enter 64 mode. Insert the *Dig Dug* program disk into the disk drive and close the latch. Type **LOAD "*",8,1** and press **RETURN**. The game will load and run.

IBM® PC/PCjr.™

Turn off your computer and insert the *Dig Dug* program disk into the default disk drive (usually Drive A:). Turn on the computer. When the memory test has completed, *Dig Dug* will load and run automatically.

The Game

Dig Dug starts each game with three lives. After he burrows to the center of the earth on his own, use the controls to send him anywhere you want. When he enters a tunnel where a Pooka is lurking, the monster will give chase. The Pooka can be exploded by quick use of the pump. A brief contact with the pump will stun the beast, and longer contact will inflate it until it explodes. Be careful trying to slip past a stunned monster. If Dig Dug is touched, he gets stunned himself.

Fygars can be handled in almost the same way, but since they breathe fire, you must be far more careful with your approach. In fact, a Fygar's fire will even burn through the earth, so make sure you're well out of range.

Another attack is to drop rocks on the creatures. To do this, just tunnel under a rock while a monster is chasing you. If your timing is right, the monster will get squashed.

Pookas and Fygars are very strange creatures. If they aren't destroyed quickly in the round, they turn into ghosts and start attacking directly *through* the earth. They rematerialize as soon as they enter a new tunnel.

After two rocks have fallen in any round, bonus veggies appear in the center of the earth and stay there for ten seconds. If Dig Dug can get to them in time, bonus points will be awarded.

Joystick Controls

All machine formats can use a joystick, if present. If you are using a joystick, the controls are as follows:

Move Up

Move Left — — Move Right

Move Down

Activate Pump
(Fire button)
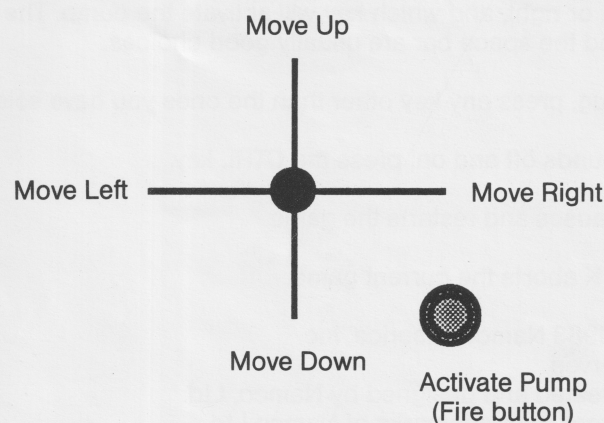
Keyboard Controls

Apple

Choose **J**oystick or **K**eyboard control after the title screen appears. If you choose to use the keyboard, you will be able to assign which keys move Dig Dug on the screen and which key will activate the pump. If you prefer to use the default keys listed, just press RETURN.

DEFAULT KEYS	
A	Up
Z	Down
←	Left
→	Right
Space	Activate the Pump
Any Other	Stop Dig Dug

To turn the sounds off and on, press the CTRL key.

ESC pauses and restarts the game.

CTRL-Q aborts the current game.

Commodore

The Commodore version allows a two-player game. Press f3 to choose between a one- or two-player game.

f5 chooses from the ten difficulty levels.

f1 starts the game.

SPACE BAR pauses and restarts the game.